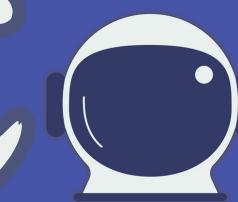




# KidCoin



# Team Members:



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# Instructors



Dr. Muna aldhurawi



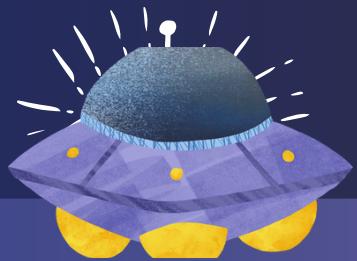
Dr. Latifah Alharthi

## PROJECT DESCRIPTION

Living in a world where circumstances are often challenging and demanding, it's essential to be prepared to face these responsibilities and pass through them with minimal loss. This is a skill that generations over time have been taught to master. Generations begin with families, consisting of young souls, and it is within the family that children are built to become responsible and wise.

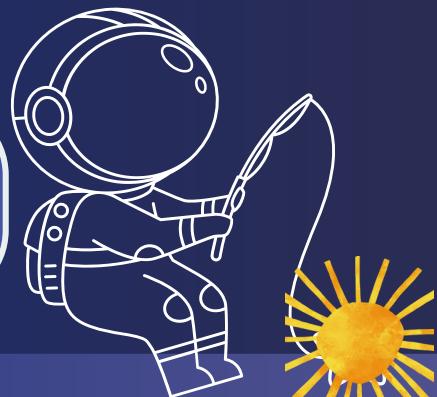
One significant challenge that families encounter in this process is teaching children how to manage money, a skill that even many adults struggle with. Therefore, there is an urgent need for an effective strategy to help children develop financial management skills from a young age, ensuring a brighter future for the next generation.

## PROBLEM DEFINITION



Children today often lack financial literacy, which is a vital skill for their future. Many families struggle to effectively teach money management, leaving children unprepared for financial responsibilities as they grow older.

## PROPOSED SOLUTION



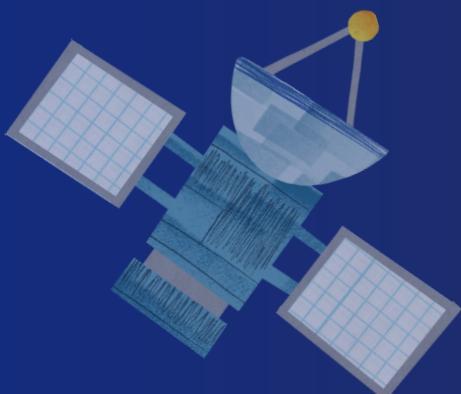
An interactive app designed for children can bridge this gap by teaching financial concepts through engaging activities, games, and real-life simulations. This app would empower children to learn budgeting, saving, and spending habits in a fun, age-appropriate way, helping them develop essential financial skills early on.



## Scope



The app will target children aged between 9 to 14, offering a range of features designed to teach fundamental financial concepts like saving, budgeting, and smart spending. It will include interactive games and helpful features. Parents can monitor their child's progress and set goals to reinforce lessons. The app will focus on simplicity and fun, ensuring that complex financial ideas are presented in a way that is easy for children to understand and apply. This application is dedicated to Android Users



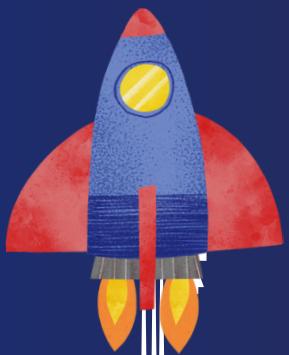


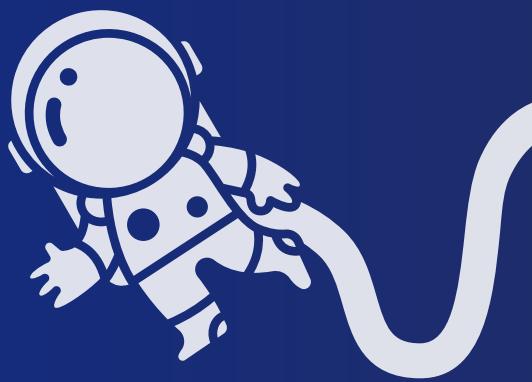
children aged between 9  
to 14



children's parents

## Users



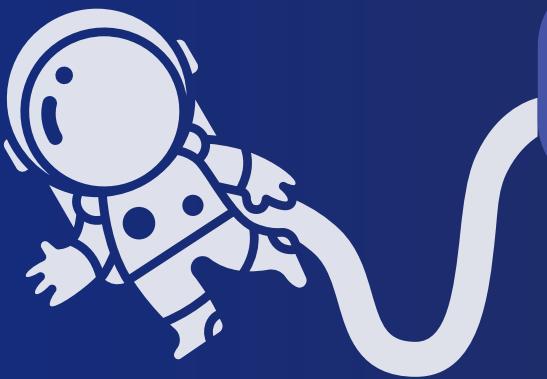


# Requirements

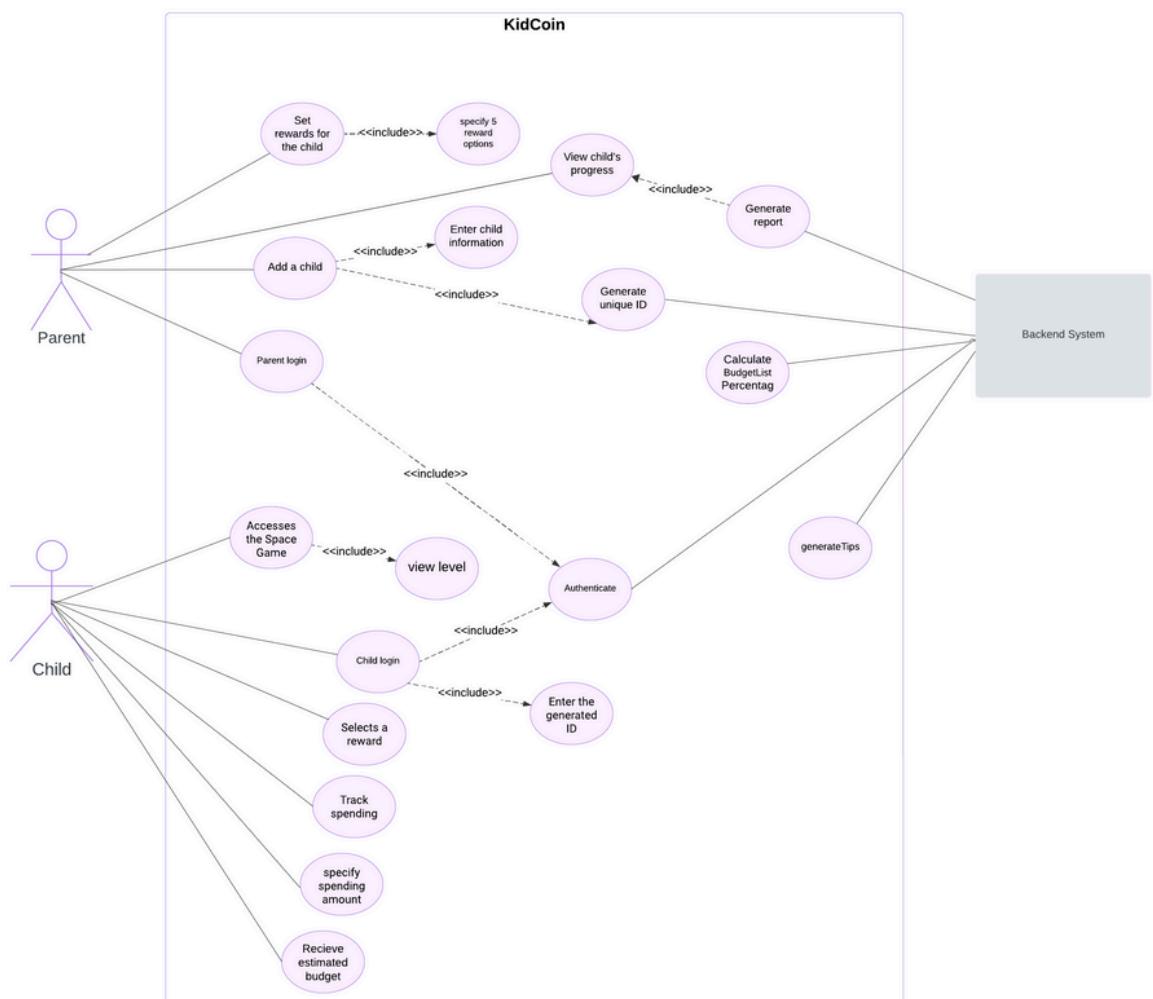
Click here to view requirements details:  
[Project Initiation - Sprint 0](#)



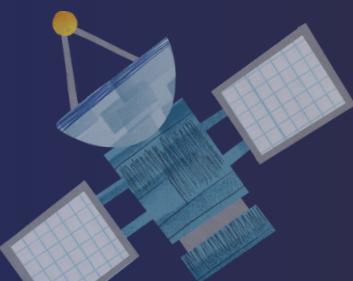
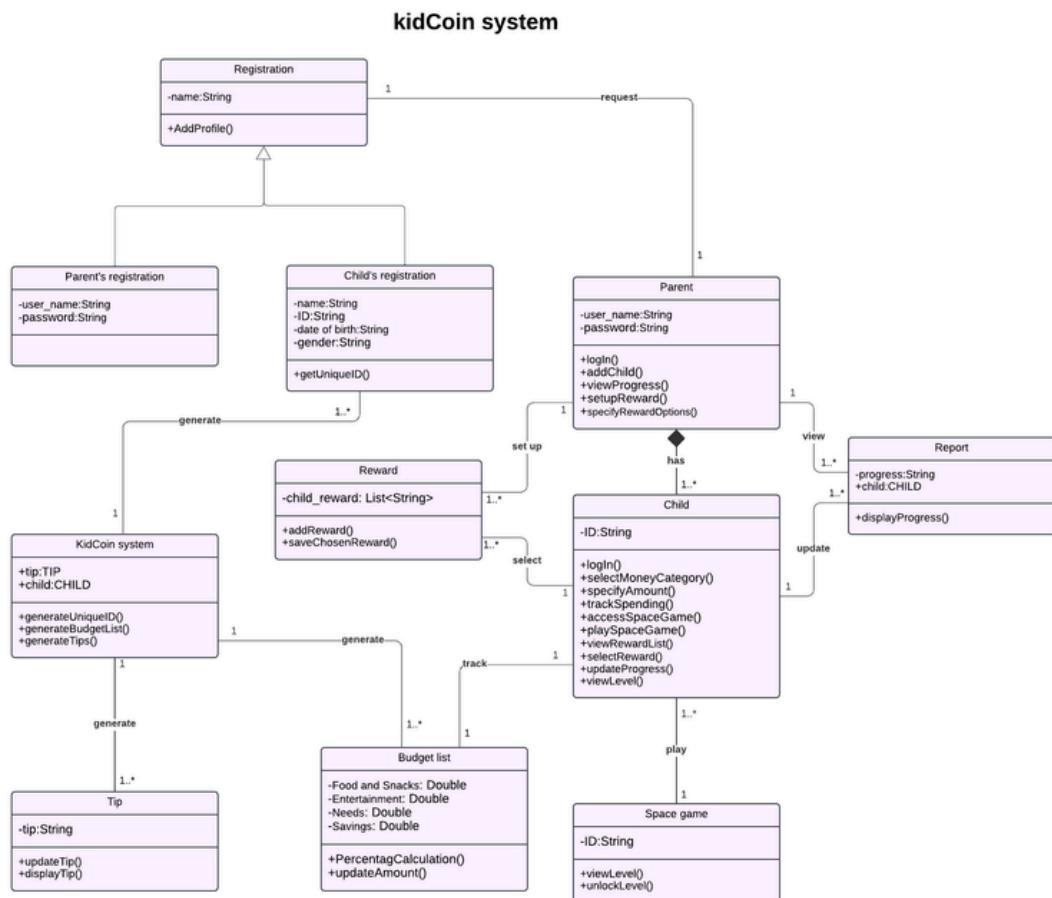
# Diagrams



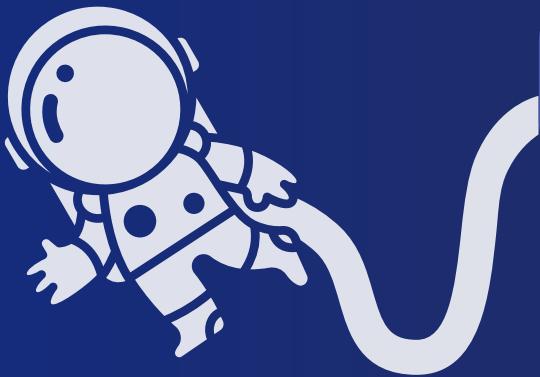
# Use Case Diagram



# Class Diagram



# Tools



## GitHub

Used for: storing, tracking, and collaborating the software code.

[click to visit.](#)



## Slack

Used for: messaging in business field .

[click to visit.](#)

## Jira

Used for: managing work and planning projects with team members.

[click to visit.](#)



## IDE

Visual Studio

Used for: developing software code efficiently.

## Figma

Used for: Creating interfaces for the app.

## Lucid chart

Used for: Creating diagrams and charts.

